What is the goal? The goal of the simulation is to get the highest score possible. This is done by making the best use of your productivity bar in the allotted time. The “time” is just a general day in life.

Goal: Get through the simulation being as productive as possible. Some players might want to run through it doing the choices they want and trying the simulation repeatedly to achieve a higher score.

How: Each scenario will have an option to replenish your resource or spend it. Other options will be a mixture of to ensure that the player isn’t hard stuck regaining their resources. Let’s say you wake up at 7 AM and go to bed at 12PM (17 hours total). What choices will you make by the hour?

Maybe:

* Assignments/projects are vague. Might be able to add in a bar representing each so the player can know how far along they are with them.

First Scene:

* Start: 75% Productivity
* Scenario: You just woke up and are ready to start the day. (7 AM to 8 AM)
* Choices:
* Sleep for another 30 minutes (This will boost your productivity minimally)
* Work on an assignment that you can complete in an hour. (Score goes up, productivity goes down)
* Talk with a family member for 30 minutes (Boost productivity)
* Work on a large project for an hour (Fractional boost in score due to not completing the entire project, reduces productivity)

Second Scene:

* Scenario: 8AM to 9 AM.
* Have breakfast. (Boost productivity, this could have a lasting impact on the productivity value)
* Skip breakfast and work on another assignment

Third Scene:

* Scenario: Classes got cancelled today. How will you structure your day? 10AM – 11 AM
* Balanced schedule of productivity and leisure time.
* More emphasis on productivity, less on leisure time.
* More emphasis on leisure time, less on productivity.
* Play on your PS5.

Fourth Scene:

* Scenario: 11AM – 12PM. Hold everything. You just got a text from your friend about an exam next week. You have yet to study.
* Make a study plan, organize a group study session, etc.
* Continue working on assignments, leaving the topic of studying for another day.
* Text your friend that informed you, full well knowing you’re going to talk about a million other things.
* Go for a brisk walk enjoying the afternoon.

Fifth Scene:

* Scenario: 12PM – 1 PM. First segment of filler items.
* Continue working on assignments/projects.
* Afternoon nap.
* Work on a project while voice chatting with friends who are also working on the same project.
* Play a sport of your choosing.

Sixth Scene:

* Scenario: 1PM – 2 PM. You have some chores to do.
* Continue working on assignments/projects.
* Focus on house chores.
* Watch a short movie instead of doing chores.
* Complain to a friend about having to do chores.

Seventh Scene:

* Scenario: 2PM – 3PM. Lunch.